

Instructions have been removed and been put on a googledoc and can be found at this website - http://docs.google.com/a/bsge.org/Doc?id=dcpm9wpw_11cx9pfpg8

Games as a Pedagogical Platform

IMPACT ON EDUCATION



Background

Today's students are interested in video games. When Teachers use games, it makes the students want to learn more and actually pay attention. There are 3 different types of knowledge.

- Declarative Knowledge
- Concepts Knowledge
- Rules Knowledge

-Declarative Knowledge: Deals with memorization of information, such as facts and acronyms. Games that encourage "declarative knowledge", is crossword puzzles, hangman, word searches.

-Concepts Knowledge: series of traits that classifies an object or event. A popular child's games for this is Bop the Fox or Whack a Mole.

-Rules Knowledge: This must think about the rule and then apply it to the specific situation provided by the game.

Pre-K / Elementary

Teachers that have to teach younger students should try the website FunBrain for games. Kids will love the games and learn something at the same time. For Example they have "Math Baseball" and "Grammar Gorillas", they teach them about Math and Grammar and they are going to want to learn because they are

having fun doing it. Children can get distracted so easily, so that's why they need to have fun while their learning. A good website for them to learn how to type is [TyperShark](#). It is fun to do and teaches them how to type faster.

Many students in Pre-K and Elementary school are becoming more and more attached to video games. "Forty-five of 53 million K12 students in the country consider themselves 'gamers'. Most elementary schools implement the game Roller coaster Tycoon for the kids to think about how to build things. Many elementary students are from the age of 7 to 12 years old and they just want to have fun. Video games, television, computer usage, all account for about 7 hours of a "gamers" day. Games like "Gizmos and Gadgets" and "Math Blaster" are some games that children in elementary school use to learn and have fun at the same time.

Many teachers use a "hands-on" approach that uses props to help children understand the different concepts, and to solve problems. For example, they teach the concepts of numbers or of addition and subtraction by playing board games. As the children get older, teachers use more technology, such as cameras, or computers. They also encourage working together, in solving problems by having students work in groups to discuss and solve problems together. To be prepared for success later in life, students must be able to interact with others, adapt to new technology, and think through problems logically.

Middle/ High School

Middle and High School students are even harder to get on a subject, specially on a school subject. If you come up with good ideas such as using games to teach, I think they would stay on target and learn better than they would with just lectures. No Student likes to get a lecture every day when they walk into a class room, so if you can find fun ways to teach, I think they would enjoy to learn and pay attention better.

Middle school teachers and high school teachers help students think more deeply into subjects introduced in elementary school and expose them to more information about the world. Middle and high school teachers specialize in a specific subject, such as English, Spanish, mathematics, history, or biology. They also may teach subjects that are career oriented.

Teachers sometimes use games as a means of revision for tests and past education. This is another way of teaching than studying and analyzing hefty papers, which sometimes have no effect, because the whole point of revision is actually to bring forth memory and subconscious knowledge that is already embedded into the brain, and not actually learning new things (Peter, 2006). In this case games will be used very efficiently because while teenagers are playing the specific educational game; he/she are actually revising

while their brain is remembering the knowledge that was taught in the past (Peter, 2006). Plus the other benefit of this is that games will also have a long lasting impact on that persons' memory, this is because to actually memorize something you have to link it to something which is in this case gaming.

College Education

College Students study, design and create games as part of their course in some universities. They study the nature, structure, function and impact. They can do all sorts of courses based on gaming and refine their skills as IT programmers. Students learn about the design, there elements and their function and concepts about gaming. They use all of this knowledge to design and create games that in future might be used in education to help future students learn and concentrate in class.

College students gaming experience differs than that of middle and high school and elementary school. They take several classes in order to help them prosper in life. However, a great deal of stress can easily be brought upon them because of assignments, tests, work, etc. This causes them to shun themselves from the outside world and look to video games. Online gaming reflects this trend in that 41% of college students report playing after 9 p.m., 8% before noon, while 37% play between 5 p.m. and 9 p.m. (Brian 2005). Sometimes these games affect the way the college kids learn, live, and act mentally. Some of these games cause violence, while others can actually help students get less stressed out and help them calm down. The games that college students get into are a good way of learning because they put themselves into the mindset of the character. These virtual settings anticipate advanced online learning worlds that can be dedicated to different subjects, populated by single users and teams, and pedagogically structured for deep and rapid experience-based learning" (Whelan, 2005). Along with playing video games, college students are making video games. The more students that get into this field will develop pedagogical games.

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The Negatives of Games and Pedagogical on Education

As much as Games are amusing and entertaining, they also have a huge downside to it. Games have become so realistic and interesting that people have become extremely addicted to it; to the point of having a second life through gaming. This addresses the problem of lack of focus and concern towards Education. The Gaming industry has become one of the largest industries on the planet. When PS2 and Xbox were released people started playing games daily and from there it escalated significantly. In to day's world Game play, Graphics, and online Features have become the sole concepts of a modern *Perfect game*. Gaming has become so accessible and easy to set up through the internet and the World Wide Web. All you need is an Ethernet port hooked up to a router or Gateway or, in some cases, to a wireless router (if your console has an add-n wireless network adapter); this is sometimes efficient if the user wishes' to move around the position of the console. This privilege could in fact cause or increase the scornful habit of addiction. Since Gaming has become so good and accessible it could definitely lead to a global problem against the lack of education in home, and the lack of focus in school. As a result there are some people who play 1-3 hours a day and some extremely addicted people could play 7-9 hours a day.



The other problem is that games have become extremely violent and corrupted, and this is primarily because most violent games are a financial success thus industries produce more of these aggressive games like grand theft auto, Halo, Call of duty, and so on. Because violent games are so popular and addictive they will sometimes embed a negative impact on the user, which participates in that game, and in some cases results in violent behavior. This is a huge problem which is affecting our current society because these games like grand theft auto might cause the increase in gang violence and viscous behavior.

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Citations

Guyne, Rebecca Haag. " The Educational Benefits of Video Games." Tech Learning November 1, 2007
4. May 4, 2008 <<http://www.techlearning.com/story/showArticle.php?articleID=196604793>>.